Desiree

Sawyer

Group Project 1

A platformer where you must find x switches and different items before proceeding to the next level. Items will be like super speed or super jump to get past a certain spot. There may be various traps like rewriting a part of the map (randomly generated for x amount of spaces around player) or throwing the player to a random spot x amount of spaces from him (within sight or a very small chance to go back to the start). The latter could be even be used as a gamble where you might get thrown to a platform that would otherwise be a difficult to get to or get thrown back to the start.